

# Classic Fantasy

## Character Record

STR CON SIZ DEX INT POW CHA

Luck  
Points

## Attributes

Action Points Damage Mod Exp. Mod Healing Rate Initiative Move Rate Initiative Penalty Magic Points

## Character Information

Player \_\_\_\_\_  
Character \_\_\_\_\_ Race/Culture \_\_\_\_\_  
Class \_\_\_\_\_ Rank \_\_\_\_\_  
Homeland \_\_\_\_\_ Deity \_\_\_\_\_  
Age \_\_\_\_\_ Gender \_\_\_\_\_ Handedness \_\_\_\_\_  
Frame \_\_\_\_\_ Height \_\_\_\_\_ Weight \_\_\_\_\_  
Description/Portrait

## Passions

\_\_\_\_\_%  
\_\_\_\_\_%  
\_\_\_\_\_%  
\_\_\_\_\_%

## Hit Locations

1d20	Location	AP / HP	Armour Type	ENC
01-03	Right Leg	/	_____	_____
04-06	Left Leg	/	_____	_____
07-09	Abdomen	/	_____	_____
10-12	Chest	/	_____	_____
13-15	Right Arm	/	_____	_____
16-18	Left Arm	/	_____	_____
19-20	Head	/	_____	_____

## Weapons

Weapon Type	Size	Reach (Force)	Damage	AP/HP	Special Effects	Range & Load
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

## Standard Skills

Skill	Characteristics	%
Athletics	STR+DEX	_____%
Boating	STR+CON	_____%
Brawn	STR+SIZ	_____%
Conceal	DEX+POW	_____%
Customs	INT x2	_____%
Dance	DEX+CHA	_____%
Deceit	INT+CHA	_____%
Drive	DEX+POW	_____%
Endurance	CON x2	_____%
Evade	DEX x2	_____%
First Aid	INT+DEX	_____%
Influence	CHA x2	_____%
Insight	INT+POW	_____%
Locale	INT x2	_____%
Perception	INT+POW	_____%
Ride	DEX+POW	_____%
Sing	POW+CHA	_____%
Stealth	INT+DEX	_____%
Swim	STR+DEX	_____%
Unarmed	STR+DEX	_____%
Willpower	POW x2	_____%

## Professional Skills

Skill	Characteristics	%
_____	_____	_____%
_____	_____	_____%
_____	_____	_____%
_____	_____	_____%
_____	_____	_____%
_____	_____	_____%
_____	_____	_____%
_____	_____	_____%
_____	_____	_____%
_____	_____	_____%

## Skill Grades

Grade	Modifier
Automatic	No Roll Needed
Very Easy	Double
Easy	Increase by Half
Standard	-
Hard	Reduce by 1/3
Formidable	Reduce by 1/2
Herculean	Reduce to 1/10
Hopeless	No Attempt Poss

## Fatigue

Current Level	State	Skill	Move	Strike Rank	Action Points	Recovery
<input type="checkbox"/>	Fresh	-	-	-	-	-
<input type="checkbox"/>	Winded	Hard	-	-	-	15 mins
<input type="checkbox"/>	Tired	Hard	-1m	-	-	3 hours
<input type="checkbox"/>	Wearied	Form	-2m	-2	-	6 hours
<input type="checkbox"/>	Exhausted	Form	Half	-4	-1	12 hours
<input type="checkbox"/>	Debilitated	Herc	Half	-6	-2	18 hours
<input type="checkbox"/>	Incapacitated	Herc	None	-8	-3	24 hours
<input type="checkbox"/>	Semi-Conscious	Hope	No Activity Possible			36 hours
<input type="checkbox"/>	Comatose	No Activity Possible				48 hours
<input type="checkbox"/>	Dead					Never

## Combat Styles

Style	%	Weapons
_____	_____%	_____
Unarmed	_____%	_____

## Notes

Experience Rolls

Equipment

Item	Enc

Money & Wealth

PP

EP

GP

SP

CP

Gems, Jewels and Other Items

Magic Items

Item and Magic

Spells Known

Spell & Rank

Notes